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Imbued with Magic

New magic items for your fifth edition campaign

Dungeons
ON DEMAND

New Magic Items At a Glance

Baron's Doublet. A playful item with a lot of *flavor* (pun intended). When your players suit up in these magical overalls they'll be sure to flaunt their uncanny ability to always have a meal ready.

Compendium of Xygag. This tome gives a player some options when confronted with monsters they've never seen before. They can sacrifice actions for knowledge, which encourages communication and teamwork around the table. Great for any level of play.

Agatean Chest. An homage to Sir Terry Pratchett, this *figurine of wondrous power* can be a lot more than simple luggage. It's essentially a *bag of holding* with feet and a bite attack, but it wouldn't be too far fetched for your players to grow attached to the little guy (or even give it a name).

Gainful Goblet. This chalice is better suited for higher levels of play, when potions are more commonly thrown into the mix. Gainful goblets allow players to store uncommon potions on their person they may need during their adventures. It has a built in safety that let's you poison a player if you feel it's being abused.

Girdle of Femininity / Masculinity. A timeless favorite from older editions, this cursed magic belt is sure to start a great story. Best used in lower levels before the magic to remove the curse is available, this one is sure to keep the players laughing.

Jester's Mask. A harlequin's mask that is sure to get a smile, giving a player an edge on Performance checks and a daily spell. Best for lower levels before more practical options become available, but still useful at higher levels.

Mask of the Skull. This terrifying mask will turn a character instantly into a necromancer, giving them the ability to slay the living and raise the dead. Save this one for higher level campaigns.

Maul of Tremors. Who wouldn't want a hammer that knocks everything down? That's just what this maul does. Gives a martial character some dynamic options, and suitable at any level of play.

Necklace of Favors. This necklace comes with a variable amount of *charms*. Each charm can be used only once. Randomly determine which charms are available, or pick your favorites from the list. This item is great for mid-level campaigns.

Orb of Invasive Fortunes. Returning from the previous edition, this orb lets a sorcerer or wizard deny monsters from regaining powers, while recharging their own. Best for high level games.

Pearl of Chaos. This bauble allows a spellcaster to regain a spell slot quickly for use, but at the cost of a wild magic surge. Sure to start a great story, and useful at any level of play.

Portable Campfire. This handy item functions in two forms - a torch produced of magical flame, and a full campfire the party can use while resting. A great low level item when other options aren't available, but useful at any level.

Ring of Truth. A throwback to an older edition, this ring will allow a player to see through the lies of your NPCs (and other PCs!) with ease. It comes at the cost of forcing them to only speak the truth however. Best introduced at mid-level games.

Ring of Delusion. These cursed magic rings force their wearers into believing they have a beneficial effect, even though they do nothing. A fun item at any level of play. Roleplay the ring's deceptive effect for the best use of it.

Weapon of First Blood. A weapon that gives a player extra damage against creatures with all their hit points. Useful, but not game breaking, and perfect for low levels games.

Baron's Doublet

Wondrous item, uncommon (requires attunement)

These fine silk and leather doublets were once tailored at the request of Baron Stokeworth, who's renowned fortune was dwarfed only by his insatiable appetite. Each doublet is dark blue and embroidered with white stitching, bearing buttoned pockets on each side. Many are typically fashioned with straps that extend from the back and over the shoulders to be buttoned to the wearer's trousers.

Once per day while you are attuned to the doublet, you can reach into either pocket and magically produce an item of food or drink of your desire – anything from bland gruel to decadent cake, haunches of meat to tiered sandwiches, tepid water to cold ale, etc. The food is fresh and nourishing, but spoils if not eaten within the next 24 hours.

Compendium of Xygap

Wondrous item, rare (requires attunement)

This magical tome is bound in black leather, and bears the images of horrible beasts painted on its cover. The compendium is immense and cluttered with bookmarks, dog-eared pages, and inserted leafs of paper. Its pages hold complex diagrams and descriptions of monsters; these include their habitat, diets, natural defenses, and abilities. While you are attuned to the compendium, you have advantage on Intelligence checks made to identify creatures.

While in sight of a creature, you may use an action to reference its species in the compendium. Doing so allows you to learn one of the following aspects about it:

- The creature's damage vulnerabilities, immunities, and resistances.
- The creature's highest and lowest saving throw.
- If the creature is a spellcaster (or innate spellcaster).
- One of the creature's actions that is not a weapon attack.

The compendium can be used in this manner multiple times, but only once per turn. Each use requires a separate action.

Figure of Wondrous Power - Agatean Chest

Wondrous item, uncommon

This small figurine of wood and silver can be used to become a *faithful chest* for up to 8 hours. Once it has been used, it can't be used again until 12 hours have passed.

A faithful chest resembles a small wooden chest banded in steel. When called upon, the chest sprouts tiny legs that carries it around, loyally obeying its owner. The chest can open at its hinges, revealing a tongue and sharp teeth lining its interior, making an intimidating and deceptive surprise for those that would seek to plunder it. However, the chest's owner can use a command word to store items within the chest as if it were a *bag of holding*. When doing so, it opens like a normal chest, with the items stored within neatly arranged and accessible. Another use of the command word returns the chest to its bestial nature. Items storied in the chest cannot be accessed while the figurine's power is dormant.

A faithful chest follows its owner loyally. It does its best to avoid combat and hazards, but if reduced to 0 hit points it reverts back into a figurine immediately and the items stored within it pile out onto the ground in an unoccupied space. It cannot be transformed again until 12 hours have passed.

Gainful Goblet

Wondrous item, very rare (requires attunement)

Made from polished copper, this goblet can be used for mundane drinking purposes (although liquids drank from the cup do carry a slightly metallic taste).

Once per day, you can fill the goblet with water and speak a command word to cause the water to turn to any one of the following potions: *potion of animal friendship*, *potion of climbing*, *potion of fire breath*, *potion of hill giant strength*, *potion of growth*, *potion of greater healing*, *potion of resistance* (you determine the type), or a *potion of speed*. The potion may be poured forth from the goblet into a flask and stoppered for later use. However, using the goblet's power again before a previous potion is consumed causes the original potion to become nonmagical water.

Occasionally (5% chance) the goblet will actually produce a *potion of poison* when used (the owner believing they created the actual potion desired).

Girdle of Femininity / Masculinity

Wondrous item, rare

This broad leather band appears to be a normal belt, or possibly identified as a *belt of giant strength*.

Curse. If buckled on, the belt will immediately change the sex of its wearer to be the opposite gender. It then loses all power. The wearer can restore their original sex with a *remove curse* spell or similar magic.

AGATEAN CHEST

Small construct, unaligned

Armor Class: 13 (natural armor)

Hit Points: 27 (6d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+1)

Damage Immunities: poison, psychic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft., passive Perception 10

Languages: Understands the language of its owner but doesn't speak

Challenge: 0 (10 XP)

Store. The chest has an extradimensional space that allows its owner to store up to 500 pounds and 64 cubic space of material within it. The chest carries itself and is treated as if it weighed 15 pounds, regardless of its contents.

Actions

Bite. Melee Weapon Attack. +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) piercing damage.

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Jester's Mask

Wondrous item, uncommon

This colorful harlequin mask is adorned with feathers and bells, and bears the visage of a twisted half-smile, half frown. While wearing it you have advantage on Charisma (Performance) checks made to entertain individuals or an audience. Once per day, you can use your action to target a creature with *tasha's hideous laughter* (DC 14). Using the power successfully causes the mask's face to show a full smile for the duration of the effect.

Mask of the Skull

Wondrous item, very rare (requires attunement)

This mask of ivory has been carved to look like a human skull, bound together with iron rivets and dark gems set over the eye sockets. While attuned to the mask, you are immune to necrotic damage. Additionally, you are able to cast *animate dead* (5th level version) and *finger of death* (DC 16) each once per day. Once a spell has been used from the mask, it cannot be used again until the next dawn.

Maul of Tremors

Weapon (maul), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While this maul is on your person, you cannot be knocked prone.

As an action on your turn, you may strike the maul on the ground to send a tremor rippling from you. Make an attack roll against each creature within 5 feet of you. On a hit, a struck creature is dealt 1d8 + 1 bludgeoning damage (plus your Strength modifier), and is knocked prone.

Necklace of Favors

Wondrous item, rare

This necklace bears 1d6 + 3 random stone *charms* on it, each the size of a coin and etched with a rune. The GM randomly determines which charms are on the necklace when it is found. As a bonus action on your turn, you can remove the charm from the necklace to immediately gain its effect.

Charm of Aid. You gain the effect of the *aid* spell (5th level version)

Charm of Alacrity. You gain the effect of the *haste* spell.

Charm of Clarity. You gain the effect of the *mind blank* spell.

Charm of Heroism. You gain the effect of the *bless* spell.

Charm of Distortion. You gain the effect of the *blur* spell.

Charm of Duplicity. You gain the effect of the *mirror image* spell.

Charm of Flight. You gain the effect of the *fly* spell.

Charm of Providence. You gain the effect of the *divine favor* spell.

Charm of Recovery. You gain the effect of the *cure wounds* spell (3rd level version)

Charm of Safe Landings. You gain the effect of the *feather fall* spell.

Charm of Secrets. A *rope trick* spell takes effect within 20 feet of you.

Charm of Servitude. An *unseen servant* spell takes effect within 20 feet of you.

Because you gain the effect of the spell, without actually casting it, you do not need to concentrate to maintain the effect. However, multiple uses of the same charm have no effect while another instance of the charm is active. Once the last charm has been removed, the necklace loses its magical power and becomes a mundane piece of jewelry.

Orb of Invasive Fortunes

Wondrous item, very rare (requires attunement by a sorcerer or wizard)

This crystal sphere is imbedded with the likeness of a tiny glowing eye. While you hold the orb in your hand, you may cast the *vicious mockery* spell at will.

Additionally, once per day when a hostile creature within 30 feet of you that you can see recharges a power, you can choose to use your reaction to cause it to not recharge. When you do so, you regain a used spell slot of up to 4th level. Once you use this power, it cannot be used again until the next dawn.

Pearl of Chaos

Wondrous item, rare (requires attunement by a spellcaster)

You can use a bonus action to speak this pearl's command word to regain one expended spell slot of up to 4th level. You must then use the spell slot before the end of your turn to cast a spell, which always triggers a *wild magic surge* in accompany to it. If you use the pearl to regain a spell slot and fail to cast a spell with it before your turn ends you suffer 3d10 psychic damage and are incapacitated during your next turn. Once you use the pearl's power, it cannot be used again until the next dawn.

Portable Campfire

Wondrous item, uncommon

The flame of this torch is alight with magical fire that cannot be extinguished. The torch provides light and comfortable heat, but does not cause harm or set other flammable materials on fire – allowing it to be safely stored in bags or one's person.

You can place the torch on the ground and use a command word to cause the torch to expand into a magical campfire. The fire provides warmth for up to 10 creatures and will cook food if needed. The campfire becomes a torch after 8 hours of use, or until you use the command word again. Once used in this way, the torch cannot become a campfire again for another 12 hours.

Ring of Truth

Ring, rare (requires attunement)

This band of plain steel is a mixed blessing. While you wear the ring, you have advantage on Wisdom (Insight) checks to discern when someone is telling a lie. Additionally, while attuned to the ring you may cast *zone of truth* (DC 15) once per day. Once you have used this ability, you cannot use it again until the next dawn.

While attuned to the ring, you are also unable to speak lies, as if you were effected by *zone of truth*.

Ring of Delusion

Ring, rare

This ring appears to be a ring of great value, set with precious gems. It identifies to be another magical ring, often a *ring of shooting stars* or *ring of three wishes*. However, the ring is cursed.

Curse. When you don the ring, you believe the ring to be of another type, and nothing will convince you to the contrary. The ring has no other effect than convincing you of this. For instance, if you believe it to be a *ring of shooting stars*, you fully believe you can use it to produce the effect of that ring. Failing to do so doesn't convince you otherwise – to the ring appears to be working normally.

The ring cannot be removed unless you are subject to a *remove curse* spell, at which point it slides off your finger and the truth of its deceptions are revealed to you.

Weapon of First Blood

Weapon (any), uncommon

This weapon is crafted with sigils of tongues licking blood through razor-sharp teeth. When you use this weapon to deal damage to a creature at its maximum amount of hit points, you deal an additional 1d6 damage. If you are at your maximum amount of hit points when you deal this extra damage, you suffer the same amount of extra damage dealt as well.